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Spiral

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This article is an expansion based on a canon element. For canon information on this topic, follow the link to The Witcher Wiki: **Multiverse**.

This fan-fiction article, **Spiral**, was written by Witcher190. Please do not edit this fiction without the writer's permission.

The Spiral (the bright spots in the backgrounds
being other Spirals)

The **Spiral**, faithful to its name, configures the fundamental structure of the multiverse, extending ad infinitum in a helical form. Within it, it harbors a myriad of universes, also known as planes or spheres, which share, to a greater or lesser extent, characteristics such as physical laws. However, the Spiral not only configures itself as a single helical structure but also presents nodes along its path. These nodes act as branching points, where the Spiral bifurcates in multiple directions, giving rise to sub-spirals with characteristics similar to its mother spiral.

The density of the Spiral is not uniform. There are denser zones, where the concentration of universes is higher, and fainter zones, where the presence of universes is lower. Moreover, the Spiral is in constant flux, with universes being born and expanding in an endless cycle.

Depending on its proximity, the spiral can be used to travel between them, creatures like unicorns being the most notorious example; however, depending on how different the other universe is, one takes longer to manifest physically, initially appearing as a ghostly presence until the body fully adapts to the other universe such as in the case of the Wild Hunt. The existence of other spirals or multiverses is presumed, only separated by what is supposed to be dark energy or an unknown force, which, apart from separating them, would attract them, forming an even larger entity: the omniverse. This encompasses everything that has been, is, and will be, including hypothetical alternative timelines.

Within the omniverse, as a result of the approach caused by dark energy or the unknown force, spirals can collide. This event is the cause of the phenomenon known as the Conjunction of Spheres.

Despite the spatial vastness, the probability of such an encounter is mathematically inevitable. The collision generates a reverberation that displaces the spheres of both spirals, causing them to collide with each other. The result can be the destruction of some spheres, the partial connection of others, the transfer of beings or energies between them, or the fusion of others. In these cases, the physical laws and characteristics of the merged universes blend, giving rise to a completely new and unpredictable reality.

This phenomenon of the Conjunction manifests in a universe as the appearance of portals, anomalous transition zones (in the case of spheres that have collided but not been destroyed or fused), reflections of other worlds, or even reflections of elements of those worlds in the distance. In addition to the appearance of portals and transition zones, phenomena such as the appearance of auroras of unusual colors and natural disasters without apparent cause may occur.

In the case of living beings inhabiting the universes affected by the Conjunction of Spheres, they can suffer various effects, such as being affected by changes in the laws of their respective universes or even by merging with beings from other universes.

It is believed that the spirals that suffer the greatest impact in the collision succumb, allowing the survival and growth of the least affected one. This cycle repeats infinitely, with only one victorious spiral in each iteration. It is believed that this also serves as a natural regulator.

The fate of the destroyed spirals is a mystery. Some posit their fading away, while others propose a more intriguing alternative. In the vast cosmic sea of the omniverse, the remnants of destroyed spirals could be drawn by the "cosmic tides" of dark energy or the unknown force towards specific points not occupied by other spirals, converging into fragmented but connected realities, like disparate rock sediments. This process of union is believed to eventually, after the passage of years measurable only on the cosmic scale, such as thousands of eons, give rise to the formation of new spirals, with unique characteristics different from the previous ones.

What is known for sure is that when a spiral approaches these remnants, the disparity in the physical laws of the fragmented realities can generate "errors" in the nearby spheres, precipitating the fall of beings and objects from those spheres into the fragmented realities or, conversely, the entry of entities or objects from these realities into the nearby spheres.

These "errors" are not mere glitches in the cosmic tapestry. They are tears, rips in the fabric of reality caused by the conflicting laws of the fragmented realities. Through these tears, anything can happen. Creatures of unimaginable power and horror might claw their way into existence, drawn by in many cases the raw magical energy of the Conjunction's

aftermath. Conversely, beings from the affected universes might find themselves flung into these fragmented realities, lost in a labyrinth of impossible landscapes and warped physics.

Trivia

- The mention of subspirals is a reference to the multiverse present in the Extended Ancient Pantheon project.
- The mention of alternative timelines is a reference to the other projects present in the Wikia, such as the Jorstadt's Journals Expanded Universe.
- *Depending on its proximity, the spiral can be used to travel between them, creatures like unicorns being the most notorious example; however, depending on how different the other universe is, one takes longer to manifest physically, initially appearing as a ghostly presence until the body fully adapts to the other universe such as in the case of the Wild Hunt.* This a reference to the ghostly appearance of Eredin in TW1.
- *"The fate of the destroyed spirals is a mystery. Some posit their fading away, while others propose a more intriguing alternative. In the vast cosmic sea of the omniverse, the remnants of destroyed spirals could be drawn by the "cosmic tides" of dark energy or the unknown force towards specific points not occupied by other spirals, converging into fragmented but connected realities, like disparate rock sediments. This process of union is believed to eventually, after the passage of years measurable only on the cosmic scale, such as thousands of eons, give rise to the formation of new spirals, with unique characteristics different from the previous ones."* This is a reference to the Backrooms and as well to the Mandela Crossroads Theory.
- *"What is known for sure is that when a spiral approaches these remnants, the disparity in the physical laws of the fragmented realities can generate "errors" in the nearby spheres, precipitating the fall of beings and objects from those spheres into the fragmented realities or, conversely, the entry of entities or objects from these realities into the nearby spheres."* This is both a Backrooms reference and a reference to the crossovers that happened between Warhammer Fantasy and Warhammer 40k.